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## **CLAIMS**

What is claimed is:

1. A system comprising:

one or more computer-readable media; and

a component embodied on the one or more computer-readable media, the component to communicatively interact with an application and a media engine to present a presentation the component to selectively provide information to the media engine describing where and how media content is to be presented in response to an access by the media engine.

2. The system of claim 1, wherein the component exposes an application program interface that is used by the application to interact directly with the component.

3. The system of claim 1 wherein the component defines where the presentation is to be presented.

4. The system of claim 1, wherein the component provides an object with information that the media engine uses to obtain a media sink component.

5. The system of claim 1, wherein the component is to receive information associating an input media stream with a presentation output media stream.

1     **6.**     The system of claim 1, wherein the component contains a plurality of sub-  
2     components, each sub-component being related to an output media stream to be  
3     presented in the presentation.

4  
5     **7.**     The system of claim 1, wherein information contained in the component can  
6     be changed while the presentation is being presented.

7  
8     **8.**     The system of claim 7, wherein the component is to signal the media engine  
9     that information contained in the component is being changed.

10  
11    **9.**     The system of claim 8, wherein the component is to selectively signal the  
12    media engine in response to an operation by the application.

13  
14    **10.**    The system of claim 4, wherein the component resides in a computing  
15    device and the media sink component resides in another computing device.

16  
17    **11.**    The system of claim 1, wherein the component is to selectively provide  
18    information to the media engine related to a presentation clock that allows the  
19    application to control the presentation independently of other media content being  
20    presented in the presentation.

1 **12.** The system of claim 1, wherein the component exposes an application  
2 program interface (API) implementing a method that is defined to have:

3 an input argument that is a pointer to a descriptor of a stream of media  
4 content to be presented in the presentation;

5 another input argument that is a pointer to a media type to be used in  
6 presenting the stream of media content; and

7 an output argument that is a pointer to an object containing information  
8 regarding where and how media content is to be presented.

9  
10 **13.** The system of claim 6, wherein the component exposes an application  
11 program interface (API) that is selectively used by the application to change how  
12 many sub-components are contained in the component.

13  
14 **14.** The system of claim 1, wherein the component is to selectively provide  
15 outputs for subsequent presentations originating from the media source in a  
16 “timeline”-style presentation

1 **15.** A method for use by an application in presenting a presentation, the  
2 method comprising:

3           selectively providing information describing media content to be  
4           presented in the presentation to a media engine in response to an operation  
5           by the media engine; and

6           selectively providing information related to an object containing  
7           information regarding how the presentation is to be presented to the media  
8           engine, wherein the media engine selectively manages the presentation  
9           without requiring further interaction with the application.  
10

11 **16.** The method of claim 15, further comprising exposing an application  
12 program interface that is used by the application to interact indirectly with media  
13 sink components of the media engine.  
14

15 **17.** The method of claim 15, wherein the object contains information used by  
16 the media engine to determine where the presentation is to be presented.  
17

18 **18.** The method of claim 15, wherein the object contains information that the  
19 media engine uses to obtain a media sink component.  
20

21 **19.** The method of claim 15, further comprising receiving information  
22 associating an input media stream with a presentation output media stream to be  
23 presented in the presentation.  
24  
25

1 **20.** The method of claim 15, further comprising obtaining information related  
2 to a plurality of output media streams for which a given input media stream is  
3 intended in response to a request from the media engine and returning a collection  
4 of the obtained information to the media engine.

5  
6 **21.** The method of claim 20, further comprising changing how many output  
7 media streams are present in the plurality of output media streams in response to  
8 an operation by the application.

9  
10 **22.** The method of claim 15, further comprising changing at least a portion of  
11 selectively provided information while the presentation is being presented.

12  
13 **23.** The method of claim 22, further comprising signaling the media engine  
14 that the at least a portion of information is being changed while the presentation is  
15 being presented.

16  
17 **24.** The method of claim 23, selectively signaling the media engine in response  
18 to an operation by the application.

19  
20 **25.** The method of claim 15, wherein the presentation is presented in a client  
21 device and the application resides in a server device.

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1 **26.** The method of claim 15, further comprising selectively providing  
2 information to the media engine related to a presentation clock that allows the  
3 application to control the presentation independently of other media content being  
4 presented in the presentation.

5  
6 **27.** The method of claim 15, wherein selectively providing information  
7 describing media content and selectively providing information related to an  
8 object comprises using an application program interface (API) implementing a  
9 method that is defined to have:

10 an input argument that is a pointer to a descriptor of a stream of media  
11 content to be presented in the presentation;

12 another input argument that is a pointer to a media type to be used in  
13 presenting the stream of media content; and

14 an output argument that is a pointer to the object.  
15

16 **28.** The system of claim 1, wherein the component is to selectively provide a  
17 series of outputs to the media engine for a series of presentations that occur during  
18 a session.  
19

20 **29.** The system of claim 28, wherein the component selectively provides an  
21 output multiple times as part of the series of outputs.  
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1   **30.**    The system of claim 10, wherein the component is to signal the media  
2 engine that a connection or change therein has occurred between the computing  
3 devices

4  
5   **31.**    The system of claim 5, wherein the component is to receive information  
6 associating an input media stream with a presentation output media stream without  
7 involvement of the application.

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